COLECO VISION™

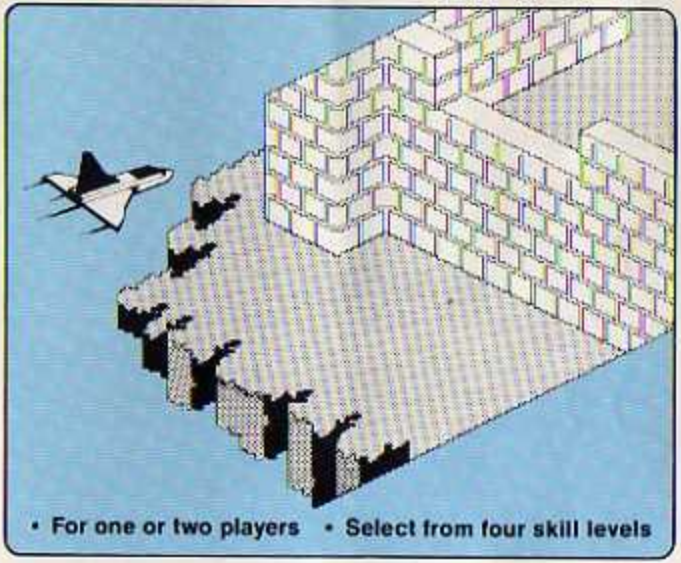
Guide No. 78131

CARTRIDGE INSTRUCTIONS

The Official

ZAXXON™

by SEGA®

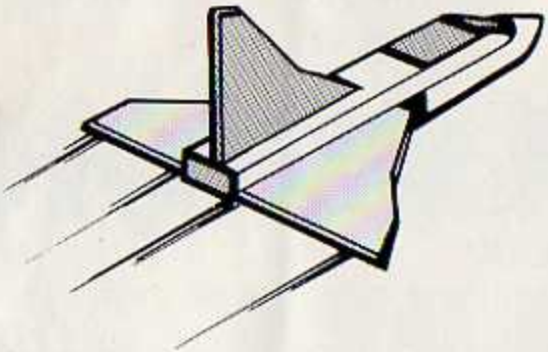


• For one or two players • Select from four skill levels

Plays, sounds and scores like the ZAXXON™ arcade game!

COLECO

GAME DESCRIPTION



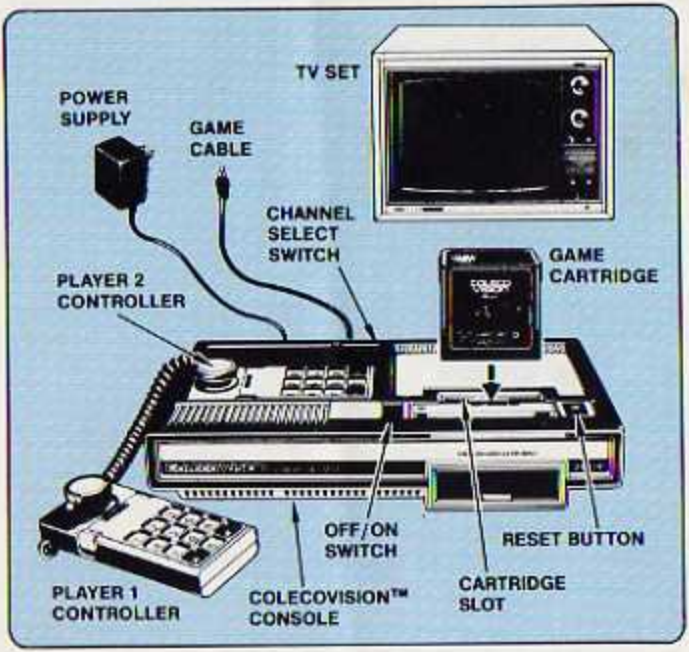
Coleco's ZAXXON™ — a stunning 3-D space game — takes you across alien asteroid fortresses.

The evil robot ZAXXON™ and its fierce armies have conquered a once-free asteroid belt. Your mission is to stop them before they enslave the galaxy!

Approach the asteroids, pass the barrier wall and then dive your fighter low over the enemy surface. You must evade enemy fire from turrets, mobots and base missiles as you search for the Robot Warrior. But if you fly too high, a missile homes in on your fighter. At the asteroid's end, pull up to fly over treacherous force field walls.

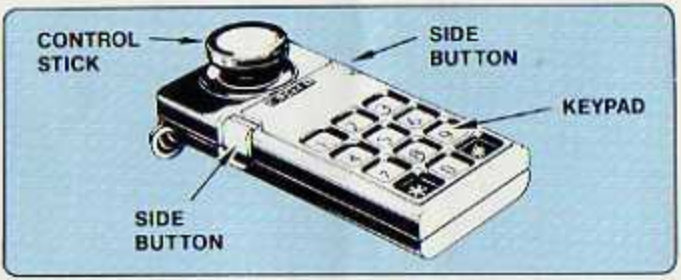
Once you successfully cross one asteroid fortress, you must fly through space to another. Avoid the enemy squadron that combs the galaxy in search of your fighter. Return their fire as you search the next asteroid for ZAXXON™, the deadly robot warrior. Will you succeed at your ultimate mission and defeat these evil forces?

GETTING READY TO PLAY



- Make sure the COLECOVISION™ console is connected to TV and power supply is plugged into the console. Then plug the power supply into a 110/120 volt AC outlet.
- TV should be on and tuned to the same channel as the Channel Select Switch on the console.
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE REMOVING CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS



NOTE: For a one-player game, use the controller plugged into Port 1 (the rear jack). For a two-player game, Player 1 uses the controller plugged into Port 1 and Player 2 uses the controller plugged into Port 2.

How to Use Buttons and Control Stick for ZAXXON™.

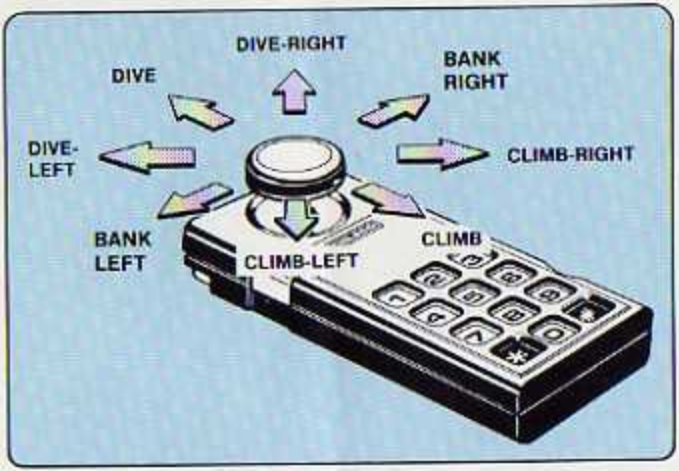
1. **Keypad:** Keypad Buttons 1–8 allow you to select a Game Option before beginning to play. Pressing * after a game allows you to replay the same Game Option; pressing # after a game allows you to return to the Game Option screen.

2. **Control Stick:** Move the Control Stick in any of its eight directions to direct your space fighter:

   Climbing: To make your fighter climb, pull the Control Stick straight **down** toward you. To make your fighter climb diagonally left, pull the Control Stick down-left. To make your fighter climb diagonally right, pull the Control Stick down-right.

   Diving: To make your fighter dive, push the Control Stick straight **up** away from you. To make your fighter dive diagonally left, push the Control Stick up-left. To make your fighter dive diagonally right, push the Control Stick up-right.

Side-to-Side: To move your fighter left or right, push the Control Stick left or right.



3. **Side Buttons:** When either Side Button is pushed, a green energy blast shoots from the nose of the fighter.

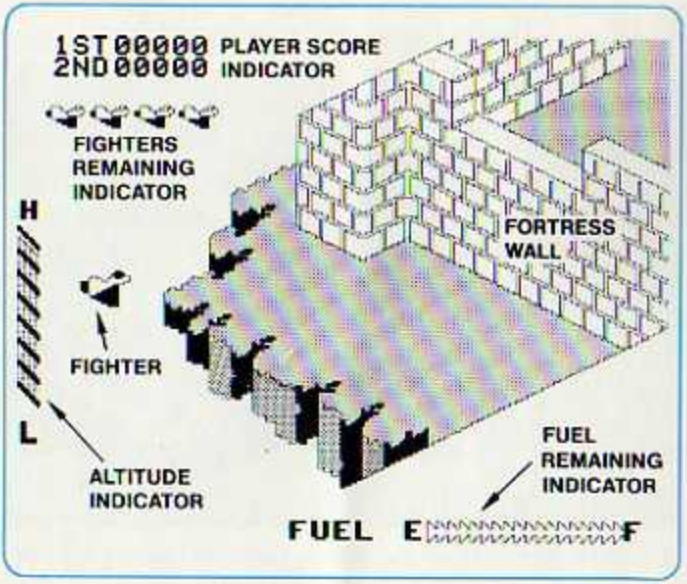
HERE'S HOW TO PLAY

NOTE: If you are playing a two-player game, players take turns. Player 1 goes first, and each turn lasts until the player's fighter is blown up, crashes or runs out of fuel.

STEP 1: Choose your options.

Press the Reset Button. The title screen will appear on your T.V. Wait for the Game Option screen to appear. It contains a list of game play options, numbered 1–8. Select one by pressing the corresponding number button on either controller keypad.

NOTE: In Skill 1, until you have eliminated ZAXXON™, there are no robot missiles, force fields, gun turrets or crossfire.

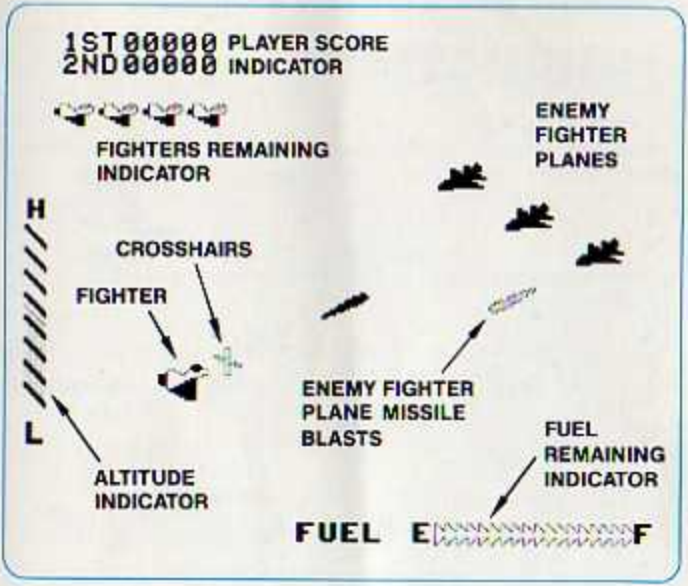


STEP 2: Asteroid approach.

Your first fighter appears just outside the alien asteroid. Pilot your fighter through the gap in the fortress wall. Hint: When approaching a wall, you can judge your altitude by firing and noting the path taken by your blasts. Then check your altitude indicator. Swoop low, firing to eliminate the enemy strongholds. Watch out for the wall! Climb! And bank to dodge the turret blasts and base missile explosions.

STEP 3: Fueling up.

Be sure to replenish your fuel supply by eliminating the fuel tanks on the first asteroid, so that you can fly over the second asteroid and on to ZAXXON™. (Space and the second asteroid are weightless, so you don't use fuel there.)



STEP 4: Rocket blasts.

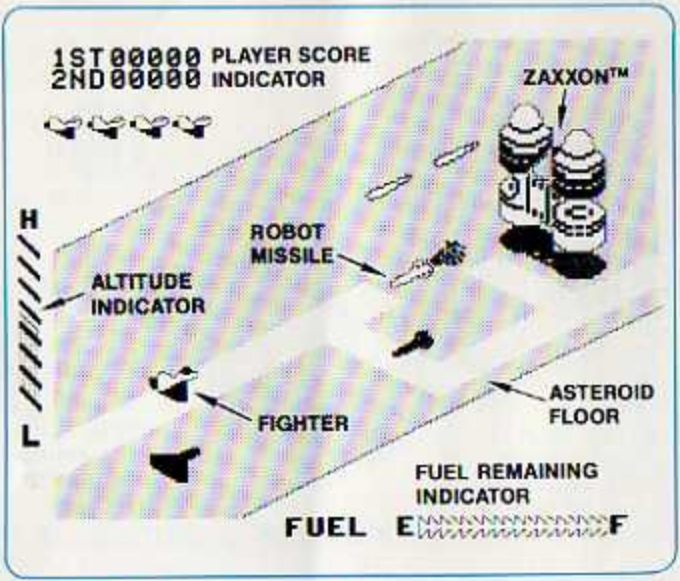
If you fly at a high altitude too long, a missile homes in and tracks your fighter. Dive quickly to escape, or fire several times to blast it from the skies — if you can!

STEP 5: Up, up and away!

Once you successfully cross the asteroid, pull up over the final wall — beware of its force field — and soar into space.

STEP 6: Space wars.

There's danger in space, too. Enemy squadrons track your movements. Dodge their fighter blasts and return fire. When you line up with ZAXXON's™ fighter planes, crosshair sights appear in front of your fighter. The moment your target is centered, fire!



STEP 7: Mobot attack!

Up ahead is another asteroid fortress. Guide your fighter through the gap in the fortress wall. Watch out for the mobots that track your fighter.

STEP 8: Robot Warrior

ZAXXON™, the mighty robot, guards the asteroid's edge Stationed on each of ZAXXON™'s shoulders are mobots. Blast away at them and at the missile cradled in the robot's side. To eliminate ZAXXON™ and earn bonus points, hit the missile with two shots more than the number of the skill level (1, 2, 3, or 4) at which you are playing. Hurry though! The robot fires at your fighter if you take too long.

STEP 9: Onward through the galaxy!

Keep flying over asteroids and through deep space, fighting

the enemy as you go. The game ends only when all your fighters have been eliminated.

To replay the ZAXXON™ Game Option that you have been playing, press *. To go back to the Game Option screen, press #.

NOTE: The Reset Button on the console "clears" the computer. It can be used to start a new game at any time and can also be used in the event of game malfunction.

Scoring

Points are awarded for eliminating targets, either by fighter energy blast or by collision with the fighter.

Enemy Targets	Points
Base missiles	100
Enemy planes	200
Robot missiles (over asteroids)	200
Fuel tanks	300
Gun turrets	300
Mobots	400
Squadron leader	400
Robot missiles (in robot area)	500
Zaxxon™	5000

Each player receives three fighters per game (five in games played at Skill 1). You receive a bonus fighter if your score reaches 10,000 points.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing ZAXXON™, but it is only the beginning! You'll find that this cartridge is full of special features to make ZAXXON™ exciting every time you play. Experiment with different techniques — and enjoy the game!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of any video game cartridge it manufactures, that the cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

If your cartridge fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid and insured, with your name, address, proof of the date of purchase and a brief description of the problem, to the Factory Service Station as listed. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused it therefore will not be covered by the warranty, then you will be advised in advance of repair costs.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

Please read the Owner's Manual carefully before using the product. If a malfunction occurs, please refer to the trouble-shooting checklist in the Owner's Manual for your video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call the Factory Service Station listed in your video system manual.

CARTRIDGE SERVICE POLICY

If your cartridge requires service after expiration of the 90 day Limited Warranty period, Coleco will service the cartridge and put it in working condition or replace it with a reconditioned unit (at our option), on receipt of your cartridge, postage prepaid and insured, with your check in the amount of $10.00 payable to Coleco Industries, Inc.

For service information regarding your Coleco cartridge call 1-800-842-1225. This service station is in operation from 8:00 a.m. to 4:30 p.m., Eastern time, Monday thru Friday.

Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the cartridge. If the cartridge is found to have been consumer damaged or abused it therefore will not be covered by the warranty, then you will be advised in advance of repair costs.

Please allow 4-6 weeks for repair and return.

All returns must be directed to:

Coleco Industries, Inc.
Consumer Electronics Department
P.O. Box 47
Amsterdam, New York 12010
Attention: Consumer Quality Manager

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